

Sub  
C27  
B1

1. (Twice Amended) A chess game playing array assembly comprising:  
a plurality of three-dimensional noncontiguous playing segments that are  
selectively moveable relative to one another to define a rectilinear or non-rectilinear  
array of playing spaces on which a game of chess may be played;  
wherein the plurality of three dimensional playing segments are spaced  
apart by one or more rectilinear or non-rectilinear voids, and  
one or more void fillers disposed in the respective one or more voids,  
wherein the one or more void fillers comprises an upstanding wall  
separating adjacently disposed playing segments.

Sub  
C27  
B2

23. (Twice Amended) A chess game playing array assembly comprising:  
first and second opposing playing segments disposed relative to one  
another to define an array of playing spaces on which a game of chess may be played;  
wherein the first and second opposing playing segments are sloped, and  
wherein the first playing segment includes a first motif having a first landscape terrain  
pattern and the second playing segment includes a second motif having a second  
landscape terrain pattern different from that of the first landscape terrain pattern of the  
first motif; and  
wherein the first and second opposing playing segments include  
respective topographic geometries that are different from one another.